

TEN LITTLE ROBOTS™

APPLE®

LOADING INSTRUCTIONS

1. Open your door to the disk drive.
 2. Insert the Ten Little Robots program diskette and close the drive's door.
 3. Turn on the computer and monitor or television.
 4. The program will boot automatically and the Unicorn Logo will appear on the screen. Press RETURN to continue.
- ★ Please note that the disk is accessed by the computer during entire use of the program. DO NOT REMOVE IT FROM THE DRIVE WHILE THE PROGRAM IS BEING USED.

PROGRAM INSTRUCTIONS

The Main Menu

After the title screens appear, press any key to continue and the main menu will be displayed. Simply type the number of the option desired. To return to the main menu, from any of the options, press the ESC key when the computer is waiting for a response.

Little Robot Story

This interactive rhyme teaches the concept of subtraction. The parent or teacher should read the words to the child and when the program asks, "How many?" the child must answer by typing in the correct number. If the child is unsure, he should be encouraged to count the robots remaining on the screen. If a mistake is made, a visual display will help reinforce the concept and that part of the rhyme will be repeated. After the rhyme is finished, and the Robot waves goodbye, Press any key to return to the menu.

In each of the next three options, the child must first type in his or her name and PRESS RETURN.

Count The Robots

In this program, robots are randomly generated. The child must count them and press the number in answer to the question. "How many robots do you see?". The child is given 3 chances to answer correctly. If he does not, the computer will give the answer and also count the Robots for him. The child must then type the correct answer to continue.

After 10 correct answers the child will receive a graphic reward. This reward is selected at random from several on the diskette, so they will vary. This adds an element of surprise. After the reward appears, the computer will automatically go back to the main menu. There will be a few second delay. BE SURE to leave the disk in the drive.

Robot Letter Match

Type 'U' for upper case letters or 'L' for lower case letters. We suggest your child master upper case letters before attempting to learn lower case ones. The child must type the letter that matches the one in the robot's box.

After 10 correct responses, he or she will receive a graphic reward and the program will return to the main menu.

Robot Addition

The child will be given simple addition problems. He must answer by typing the correct number. He should be encouraged to count the robots on the screen and not use his fingers. If the answer is incorrect, a message will appear encouraging him to try again and any key must be pressed to continue. After 3 incorrect answers, the correct answer will be displayed. The child must type the correct answer to continue.

After 10 correct answers, he or she will receive a reward and the program will return to the main menu.

Robot Drawing

Follow the on-screen instructions to select joystick or keyboard. If keyboard is chosen: I — up; M — down; J — left; K — right. Move the Robot into the paint pot of the color desired. Dip into the "E" pot to erase the screen. To erase just part of a line, dip the Robot into the empty pot (black pot) and draw over the part to be erased. PRESS ESC to return to the main menu. Pressing any undefined key will stop movement. To restart, press any key.

A NOTE TO PARENTS AND TEACHERS

Since Ten Little Robots consists of five different learning games it succeeds in keeping the interest of the early learner. It also helps familiarize the young child with the concept of computer menus and the keyboard as well as develop hand-eye coordination.

Little Robot Story is a great tool for beginning readers. Once the child has played the game a few times along with an adult, they usually remember it quite well. The adult can point to the words as they appear on the screen and at the same time, teach the child the beginning sounds of the words. The child will begin to sight read the words as well as develop an understanding of the concept of subtraction.

Letter Match and Count The Robots should be continually used after the child has mastered his ABC's and numbers to develop keyboard familiarity. Encourage typing with both hands!

When using Robot Addition, always encourage the child to start with the larger number and count higher. For example in $4 + 2$, ask the child which number is higher. Teach him to start at 4 and count 2 higher, 5 then 6. Always try to work with visual aids (robots) and manipulatives (blocks, pennies). Discourage counting on the fingers as this develops a dependency that will be carried through the early grades.

While working with your child, use Robot Drawing to teach him the concept of left and right, up and down.

PROGRAM DESIGN by June Stark for use in her Kinderlab program at The Computer Learning Center for Children. June Stark, founder and director of CLCC, is a teacher and former systems analyst for major corporations and a former Associate Officer of the United Nations.

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